CLAIMS

What is claimed is:

1. A method for using random coverage masks for reducing visual artifacts while rendering transparent objects, said method comprising the steps of:

selecting a first index from a plurality of sources;

receiving a second index from a first shuffle table based on said first index;

obtaining a transparency mask from a transparency table based on said second index; and

generating a new coverage mask by combining said transparent mask with a coverage mask.

2. The method of claim 1, further comprising the steps of:

concatenating lower bits of X address and Y address of a pixel; and

selecting the concatenated lower bits for said first index.

3. A system for generating random coverage masks for use in rendering transparent objects, said system comprising:

first index selecting means for selecting a first index from a plurality of sources;

a shuffle table in communication with said first index selecting means, said shuffle table receiving said first index and outputting a second index;

a transparency table in communication with said shuffle table, said transparency table receiving said second index and generating a transparency mask; and

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means for combining said transparency mask with a coverage mask and producing a random coverage mask, wherein said random coverage mask randomly enables samples of transparent objects.

4.   The system of claim 3, wherein said first index selecting means further comprises a multiplexer and a selection logic.

5.   The system of claim 3 further comprising means for adding two sources, one source being in communication with said shuffle table.